KINGDOM OF PARADISE™

TEEN
T
CONTENT RATED BY ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

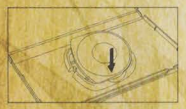
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

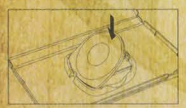
• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Kingdom of Paradise™ Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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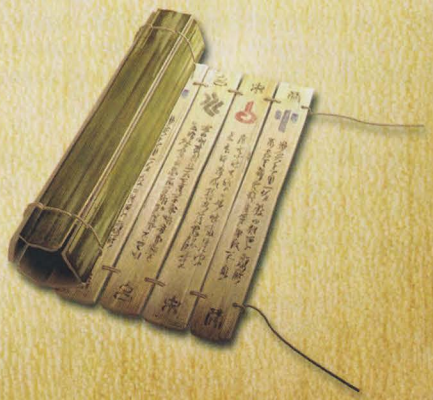


STORY

Three hundred years ago the Seima-Ouka War began. This came to be known as the Great War.

Nine continents were divided by vast oceans and in the center of them all was the exotic land of Ouka. In this land, five martial clans ruled over their respective domains. All was well in the land until the Western continent of Seima attacked Ouka. Their armies had a gigantic beast as its vanguard. After years of chaos and blood, the five martial clans obtained the key to seal the beast within Ouka itself and ended he Great War. Everyone believed the peace would last but, they were wrong.

The five clans of Ouka are the Seiryu to the East, the Genbu to the North, the Byakko to the West, the Suzaku to the South, and the Kirin in the center. The balance of chi that flows from the five gates maintains the peace. Each clan's Lord with the clan's sacred sword in hand defends their gate and is charged with maintaining this delicate peace.

Three hundred years have passed since the Great War.

The orphaned Shinbu lives in a small village within Eastern Seiryu under the care of his foster father, Seidatsu. A former disciple of the Seiryu, Shinbu was expelled for breaking their laws and reading their Ancient Monument. Nevertheless, he has not forgotten his training, and even now strives to perfect his skill with a sword. Shinbu earns his living as a bodyguard for travelers. On the way home from his most recent escort, he encounters a disciple of the Seiryu Clan, Sui Lin.

According to Sui Lin, the Kirin attacked the entire Seiryu Clan, killed the Clan Lord and all the other disciples, and stole the sacred Seiryu Sword. She tells Shinbu that, as the last surviving disciple, she wishes to recover the Seiryu Sword and revive the Seiryu Clan, and requests his help, as a former fellow disciple, setting in motion events that would change the course of Oukan history forever.

CLANS OF OUKA

The Eastern Seiryu Clan

Ruled by Lord Kobo, they control the Eastern territory. The land is rich and fertile, and the landscape is composed of mountains and bamboo forests. The story begins here, not far from Shinbu's home.

Their fighting style focuses on slashing attacks, and they control lightning for their Chi Arts.

The Northern Genbu Clan

Ruled by Lord Genmei, they are located on Ouka's northern landmass. Building its town on top of a large lake using interconnected ships, it is well known throughout the continent as a famous resort town.

Their fighting style focuses on stabbing attacks, and they control water for their Chi Arts.

The Western Byakko Clan

Ruled by Lord Jok Xiu, and located to the west of the Ouka continent. Out of all the clans, it boasts both the largest number of disciples and the greatest military power. Its capital contains relics remaining from the Great War.

Their fighting style focuses on striking attacks, and they control acid and metal consuming Chi Arts.

The Southern Suzaku Clan

Ruled by Lord Xiuk Yu, they are located to the South. The Suzaku are the only clan comprised solely of women; men are prohibited from becoming disciples. The Suzaku capital is well known for its life and beauty.

Their fighting style focuses on dance-like attacks, and they control fire for their Chi Arts.

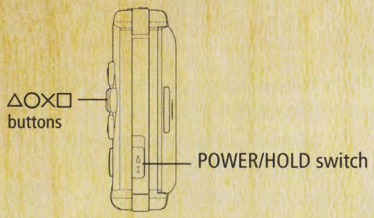
The Central Kirin Clan

Ruled by Lord Gikyo, the Kirin are located at Ouka's core. Their capital was destroyed during the Great War.

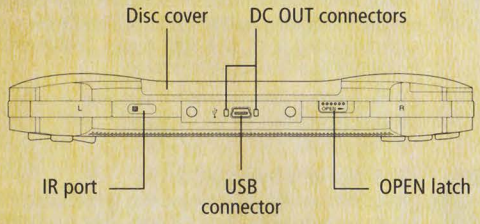
Their fighting style mixes sword and chi attacks together, and they control earth for their Chi Arts.

GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Kingdom of Paradise™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

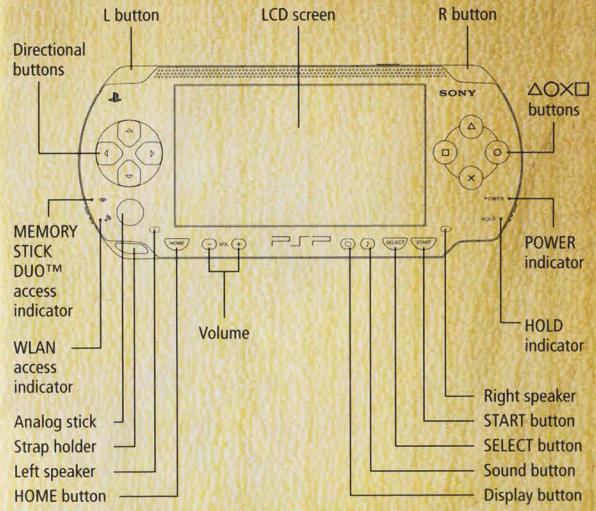
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc Mode and Infrastructure Mode.

Note: Player responsible for Wi-Fi fees.

AD HOC MODE

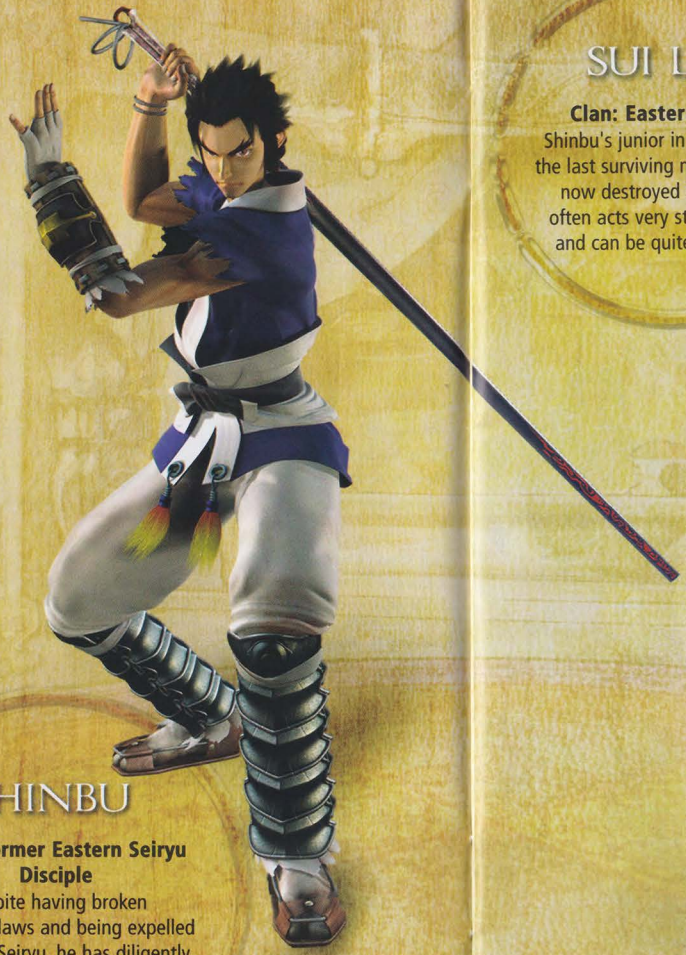
Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other. See page 28 for more about Ad Hoc Mode.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP system's Instruction Manual. See page 33 for more about Infrastructure Mode.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

MAIN CHARACTERS



SHINBU

Clan: Former Eastern Seiryu Disciple

Despite having broken his clan's laws and being expelled from the Seiryu, he has diligently continued his sword training on his own.

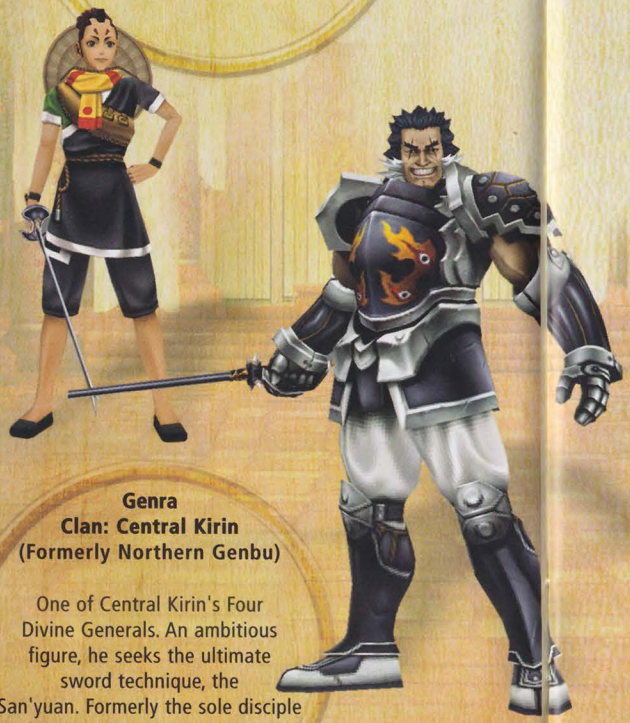
SUI LIN

Clan: Eastern Seiryu

Shinbu's junior in training and the last surviving member of the now destroyed Seiryu. She often acts very strong-willed, and can be quite immature.

Eigen
Clan: Northern Genbu

Eigen's swordsmanship is raw and unpolished, but his sense of responsibility and duty are strong. He challenges Shinbu in order to determine the extent of his skills.



Genra
Clan: Central Kirin
(Formerly Northern Genbu)

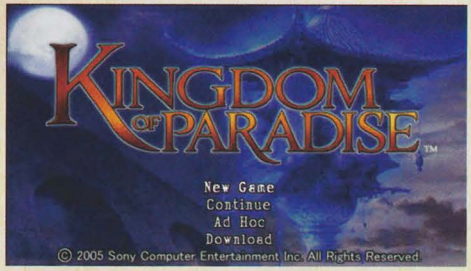
One of Central Kirin's Four Divine Generals. An ambitious figure, he seeks the ultimate sword technique, the San'yuan. Formerly the sole disciple of the Northern Genbu Clan, he betrayed his clan to join the Central Kirin.

Lu Yan & Li Yin
Clan: To Be Discovered

Lu Yan is the older of the twins. Their personalities are complete opposites. What secrets do they hold?

MAIN MENU

Press START at the Title Screen, and the Main Menu will appear. If this is your first time playing, choose "New Game". If you wish to continue from your last save point, choose "Continue".



New Game
Start a new game from the beginning of the story.

Continue
Continue your game from the save data on your Memory Stick Duo™ or Memory Stick Pro Duo™.

Ad Hoc Mode
Using the PSP™ system's WLAN function (in Ad Hoc Mode), you can fight against other players or trade Kenpu. (See page 28 for more information).

Download
Using the PSP system's WLAN function (Infrastructure Mode), you can download new Kenpu and items. (See page 33 for more information).

About Saving
You can save your game progress to a Memory Stick Duo or Memory Stick Pro Duo. To save your game, you will need 448KB of free space on the Memory Stick Duo/Pro Duo. You can save your game in up to five different locations on one Memory Stick Duo/Pro Duo. After choosing either "New Game" or "Continue" and while playing the game, you can save your progress at any time from the Pause Menu, except during battles and story events. Please see page 25 for more about the Pause Menu.

PLAYING THE GAME

Setting
The continent of Ouka contains several towns, all connected by various roads. Shinbu's journey will take him beyond the lands of his home.

Towns
You will find a variety of shops and people in each town. Be sure to listen to everything the townsfolk have to say.

Battle
A battle will commence when you encounter enemies along or off the road. It is possible to run from some enemies, but this tactic will not work all the time. Some battles cannot be avoided.

Adventurer's Tips
Use Shinbu's Notes. If you're unsure on how to proceed, try selecting "Shinbu's Notes" from the Pause Menu. Your current objective will be highlighted in white. You can check Shinbu's current location by choosing "World Map" from the Pause Menu.

SCREEN AND CONTROLS

Screen

Throughout the game, the following items will be displayed.

1) Item Selection Window
Displays the item that can be used with △. Pressing L lets you change the item in this window to another one that you already have equipped.

2) Acquired Items Window
Briefly shows items you have just picked up.

3) Bugei Scroll Selection Window
The Bugei Scroll that will be used when you press ○. Pressing R allows you to switch to other equipped Bugei Scrolls. For more information on Bugei Scrolls, see page 17.

4) Enemy HP Gauge
The enemy's remaining stamina.

5) Chi Arts Gauge
This gauge decreases when you use Chi Arts. The middle symbol shows your current Chi Art. For more information on Chi Arts, see page 21.

6) HP Gauge
Shinbu's stamina. When your HP drops to zero, the game is over.

7) Map Window
Your immediate surroundings. Shinbu's position and direction are displayed with a red arrow.

Basic Controls

When a battle begins, Shinbu automatically draws his sword. For specific battle controls, see below.

L
Select an item from among those currently equipped. (See Page 16)

R
Select a Bugei Scroll from among those currently equipped. (See Page 17)

↑ ↓ ← → / **Analog Stick**
Movement - Selection

✕
Talk/Search - Use Hiken Arts - Choose

○
Break Things - Attack/Defend - Cancel

△
Use currently selected item.

Hold □ to Charge, then Tap
Charge up your Chi Arts Gauge - Use Chi Arts (See page 21)

START
Pause Menu (See page 25)

Adventurer's Tips
Break everything you can. You can find all sorts of breakable items, such as boxes, barrels, bottles, etc. To break them, stand next to them and press ○. You can sometimes find Taichi and items inside them.

BATTLE

Battles begin when you encounter enemies or enter a Battle Event. Shinbu will automatically draw his sword, and the controls will switch over to Battle Controls. Your attacks will not affect Shinbu's companion. Defeated enemies will sometimes drop Taichi and other items. Shinbu will acquire them automatically if you walk over them.

Battle Controls

Attack – ◉
Press ◉ repeatedly to attack. Your attack technique depends on the selected Bugei Scroll. The number of techniques you use depends on the Kenpu you set in each scroll. For more about Bugei Scrolls, see page 17. Some special enemies can only be damaged with the Ginmei Sword.

Defend/Hold – ◉
Press and hold ◉ during an enemy's attack. You will defend yourself appropriately, such as decreasing the damage or rolling out of the way.

Chi Arts – ■
Press ■ to use your currently selected Chi Art. Press and hold ■ to recharge the Gauge, then press ■ to use. For more on Chi Arts, see page 21.

Hiken Arts – ⊗
After you've reached a certain level, you will be able to throw your sword with Hiken Arts, using ⊗. When you hit an enemy with your thrown sword, press ⊗ again and your sword will return. If your sword does not hit the enemy, it will return on its own. If it should hit an enemy on its way back, it will afflict damage but will not pierce them. After you have thrown your sword, you are unable to attack, but you can move and use items.

Adventurer's Tips
Use Steel Orbs to improve your sword's attack power. Defeated enemies sometimes drop them. Take them to a town's blacksmith and use them to improve your Ginmei Sword. You can also buy other swords at a blacksmith, but first, try strengthening the Ginmei Sword.

Battle End
When all the enemies are defeated or if you have successfully retreated, the battle is over. If Shinbu's HP drops to zero, the game is over. You can either return to the title screen or resume playing from your last saved position.

Status Effects
When you are hit during battle, certain enemies can cause you to be afflicted with one of the following conditions:

Paralysis
You will be unable to move for a few seconds.

Poison
Your HP slowly decreases. Using items will let you cure it.

Illness
Your quickness decreases. However, there will be no change to your attack speed. This will go away eventually.

Curse
Decreases your Mind, Technique, or Body parameters by 10-50 points randomly. You can use items or go to an "Old Lady's House" to cure it.

BUGEI SCROLLS

Kenpu
These tiles have various attacks illustrated on them. Collect them and increase your attack capabilities.

Bugei Scrolls
Bugei Scrolls let you connect various Kenpu attacks together to perform multi-hit combination attacks.

How to use a Bugei Scroll
If you repeatedly press ◉ during battle, you will attack with all the attacks in the scroll in the order in which they are set.

Selecting a Bugei Scroll
Press R to change to another Bugei Scroll. Be sure to equip multiple Bugei Scrolls to change attack patterns, such as chi types, speed types, and attack types.

Direction of Combo Attacks

Shinbu will aim his attacks straight ahead, but depending on the Kenpu you have set, he will also be able to attack enemies surrounding him or even standing directly behind him. Or change the direction of your attack while you are using them with ⬆ ⬇ ⬅ ➡ or Analog Stick.

Canceling Combo Attacks

If you stop pressing ◉ during a combo attack, you stop the attack. For example, if you are using a 6-stage combination attack, pressing ◉ four times only unleashes four stages of the attack. The skilled swordsman knows when to release the ◉ and change the attack pattern for each battle as necessary.

Adventurer's Tips

Deflect Arrows

If you are under attack by an archer, hit ◉ at the right moment to deflect the arrows. If you deflect an arrow that was shot straight at you, you will hit it back towards its archer and they will take the arrow that was meant for you. This is a very convenient technique for dealing with enemies that are out of reach.

Setting Bugei Scrolls

Select "Bugei Scroll" from the Pause Menu, and you go to the Bugei Settings Screen.

1) Choose a Bugei Scroll

Press ⬅ or ➡ to select the type of Bugei Scroll, and press ⬆ or ⬇ to select the scroll itself.

Bugei Scroll Frame Colors

White Kenpu Set – Completed
A Kenpu that can be set to this frame has already been set to it.

Green Kenpu Set – Possible
You have a Kenpu that can be set to this frame but have not yet set it.

Red Already Set in Another Bugei Scroll
The Kenpu that can be set to this frame is already set in another scroll.

Black No Kenpu for this Frame
You do not have a single Kenpu that can be set to this frame.

2) Choose Kenpu

Once you have selected a Bugei Scroll, press ✕ to move the cursor to the bottom of the screen. Select the Kenpu you wish to place. Each Bugei Scroll has a set number of frames in which to place Kenpu, and each frame holds one Kenpu. You cannot use a specific Kenpu in more than one scroll at a time unless you have multiple Kenpu tiles of this attack.

3) Set the Kenpu

Choose the frame you want to place the Kenpu in and press ✕ to set it. Placing one Kenpu in each frame after the first one will allow you to perform combination attacks with that scroll. For example, if there is no Kenpu set to the first frame in the scroll, you will not be able to attack with that scroll at all. If you have Kenpu set only to the 1st, 2nd, 4th, and 5th frames, you will be able to use the 1st and 2nd attacks, but not the 4th and 5th ones. When you are done setting the Kenpu, press ◉.

The types of Kenpu you are able to set depend on the type of Bugei Scroll. For more information on the different scroll types, please see below.

4) Equip the Bugei Scroll
Select your completed Bugei Scroll and press △ to view the Equip window. A green icon to the left of the scroll's name indicates equipped Bugei Scrolls. You can only use properly equipped Bugei Scrolls in battle.

Bugei Scroll Types
There are two basic types of Bugei Scroll: the Clan Scroll and the Free Style Scroll.

Clan Scrolls
Each of the five clans have their own scrolls with their traditional fighting styles. Clan Scrolls contain combination attacks from each clan that have been passed down through the ages. You obtain them through events and by finding them in treasure boxes. Clan scrolls operate on the special properties of each clan's style and chi, and will only accept certain Kenpu in a particular order to work. Each Kenpu set to these scrolls has an icon and a number written on it. To set these Kenpu to these scrolls, press ✕ while selecting a green colored frame. The appropriate Kenpu for that frame, assuming you possess it, will be set to it automatically.

Free Style Scroll
Free Style Scrolls allow you to set any Kenpu you want in any order you desire, creating your own unique fighting style and combination attacks. You receive these scrolls through certain events. To use them, first choose a frame in the scroll, then select the Kenpu you wish to set to that frame. While selecting the Free Style Scroll, pressing ■ allows you to save your current Kenpu lineup or load another one you have already saved. The save data for the Free Style Kenpu selections will be saved to the Memory Stick Duo/Pro Duo along with the save data for the game.

CHI ARTS

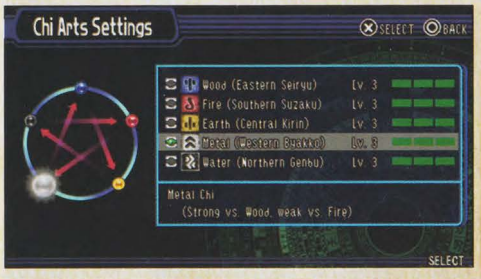
Chi Arts are attacks which use energy known as chi that flows from the Five Gates of Ouka. Each clan's Chi Arts have different elemental attributes. The amount of damage a certain Chi Art does to an enemy depends on that enemy's chi alignment. Refer to page 23 for more about chi types and their elemental attributes.

Before You Use Chi Arts
You must perform the following steps in order to use Chi Arts.

1) Equip the Ginmei Sword
You must obtain and equip the Ginmei Sword to use Chi Arts. A standard sword acquired from a blacksmith won't do.

2) Learn Chi Arts
Shinbu has already learned the Seiryu Clan Chi Arts. Reach the appropriate level and you can learn another clan's Chi Arts by reading that clan's Ancient Monument.

3) Set Chi Arts
Select the Chi Arts you have learned under Chi Arts Settings in the Pause Menu.



Using Chi Arts
1) **Charge Up Your Chi:** Hold down ■ to gather chi. Shinbu's chi appears in the Chi Arts Gauge on the lower left hand corner of the screen. The Chi Art level determines the maximum amount of chi Shinbu can gather.

2) Use Chi Arts
Press ■ with a full Chi Arts Gauge to use Shinbu's chi and perform the selected Chi Art. While performing the Chi Art, Shinbu cannot be damaged by an enemy.

Leveling Up Chi Arts

You will gain experience points as you use Chi Arts. Obtain experience to increase the Chi Art's level. Three is the maximum level a Chi Art can reach. The number of experience points gained depends on the Chi Art. As a Chi Art's level increases, its power and range will also increase. Gain more experience points by using Chi Arts to damage or stop enemies, or using the appropriate elemental attribute. For more on elemental attributes, see page 23.

Using Chi Arts with Hiken Arts

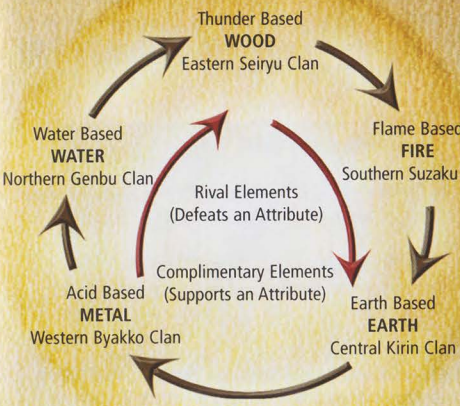
If you use Chi Arts while an enemy is impaled on your sword from "Hiken Arts", other enemies will not be affected, but the individual enemy will receive 1.5 times the normal damage of the Chi Art. See page 16 for more on Hiken Arts.

Chi Art Settings

Press START to bring up the pause menu. Select "Chi Art Settings" to display the Chi Art settings screen. On the settings screen, you can see the symbol, attribute, level, and experience points for each Chi Art. The level of Chi Arts you have not yet learned will appear as "---". Select a Chi Art by pressing ⬆ or ⬇ on the directional pad, and press ⊗ to set it. A green icon will appear to the left of the Chi Art you have currently selected.

Adventurer's Tips

Check the shops. In towns there are Blacksmiths where you can buy swords, shop for Items and Accessories, Raichin Taverns to eat and restore your HP, Witch shops to cure curses, and so much more. Check each town carefully for all the shops it might have.



The Chi Cycle

Elemental Relationship Diagram.

Rival Elements

In a pair of rival elements, the element that appears at the base of a red arrow in the diagram above is the stronger one. For example, Wood is strong against Earth, but weak against Metal. Attack an enemy with a Kenpu attribute that will counteract your enemy's defensive attribute. The attack will be stronger than normal. If the Kenpu attack is weak to the enemy's defensive attribute, you will deal less damage then normal.

Complimentary Elements

Complimentary elements support and strengthen each other in the order shown in the diagram above:
Wood → Fire → Earth → Metal → Water → Wood
Arrange Kenpu in a complimentary order to create even stronger Bugei Scrolls.

Bugei Scrolls and Complimentary Elements

You can arrange Kenpu in a certain order on a Bugei Scroll to complete cycles and charge up for more powerful attacks.

Cycles
Complimentary Kenpu cycles deal even more damage. Begin a cycle with any element; however, if you continue to place the same chi type, you will end up charging instead of completing a cycle. If you complete two cycles, the Bugei Scroll becomes even more powerful.

Example Cycles
Wood ➔ Fire ➔ Earth ➔ Metal

Earth ➔ Metal ➔ Water ➔ Wood ➔ Fire ➔ Earth ➔ Metal
(Even stronger when part of a second cycle)

Earth ➔ Earth ➔ Metal ➔ Metal ➔ Water ➔ Water
(The same element is used twice, so this is not a cycle)

Charging
By setting several Kenpu of the same element: A, and then placing a Kenpu of a complimentary element: B, you can charge up and increase the power of Kenpu B. The more Kenpu of the same element you place, the more you can charge up, and the stronger the resulting attack will be.

Charging Examples
Wood ➔ Wood ➔ Fire
(The fire attack will be more powerful than normal)

Earth ➔ Earth ➔ Earth ➔ Earth ➔ Earth ➔ Metal
(The metal attack will be extremely powerful)

Wood ➔ Wood ➔ Metal
(This order does not correspond to the Chi Cycle)

Adventurer's Tips
Create stronger Bugei Scrolls by understanding how to use rival and complementary elements. You will also need a Free Style Bugei Scroll in order to arrange Kenpu of various complimentary chi types. Use Free Style Bugei Scrolls to use rival and complimentary elements to make your very own Bugei Scroll.

PAUSE MENU

Press the START button to bring up the pause menu. You will see the following items:

Status

View Shinbu's current status. Press ⬅ or ➡ on the directional pad to change pages.

Level
Shinbu's current level. Shinbu will level up when he has defeated enough enemies. As his level increases, Shinbu's maximum HP will increase along with his three main attributes. The amount of experience needed to level up appears under "Next" to the right of "Level."

HP
Shinbu's current and maximum HP. Maximum HP will increase as Shinbu gains levels. If Shinbu's HP becomes zero, the game is over.

Three Main Attributes
The strength of Shinbu's "Mind," "Technique," and "Body." "Mind" determines the strength of Shinbu's Chi Arts. "Technique" determines the strength of Shinbu's physical attacks. "Body" determines Shinbu's overall defense.

Chi Arts
The experience points and level of Shinbu's Wood, Fire, Earth, Metal, and Water Chi. As Shinbu gets more experience points, his Chi Arts level will rise.

Status Effects
Unusual status effects which Shinbu is currently suffering or benefiting from.

Bugei Skill
Skills you will be able to use once you reach a certain level.

Taichi & Steel Orbs
The amount of Taichi and Steel Orbs that Shinbu has in his possession.

Enemies Defeated
The total number of enemies Shinbu has defeated.

Kenpu Collection
The percentage of Kenpu Shinbu has collected out of the total that can be found on Ouka. This does not include downloaded Kenpu.

Play Time / Total Play Time
The amount of time you have been playing at the moment and the total amount of time you have put into Kingdom of Paradise™.

Chi Arts Settings

Items
Equip and arrange items in your possession. Select an item with the directional pad and press ⊗ or △.

Arrange / Use / Discard Items
Press ⊗ to select the item indicated by the cursor. Once you have selected an item, press ⊗ to display the menu to use or discard that item. Select a different item with a current item selected to exchange item positions. Select two of the same item to hold up to 10 in the same slot.

Equip Items
Press △ to display currently equipped items. Select the slot you wish to equip an item in and press ⊗ to equip it. There are recovery items and items that can be equipped on Shinbu such as swords and accessories. Each item has its own slot. Select an item and press ⊗ twice on an equipment slot to remove the item. However, you cannot remove your sword.

Bugei Scroll Settings
Set up a Bugei Scroll.

Shinbu's Notes
Confirm your current objective. Already completed objectives appear in grey. Incomplete objectives appear in white.

World Map
View the world map and your current position.

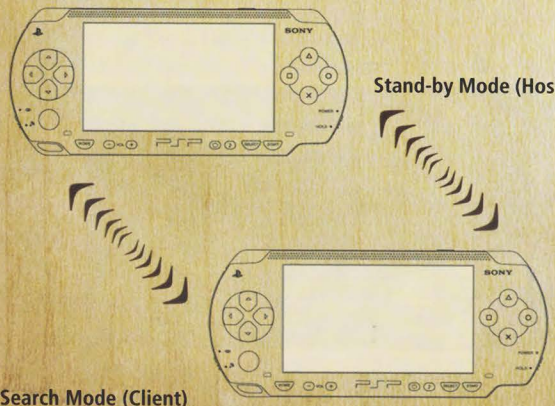
System
Change various settings and save/load your game. Change setting concerning the display and sound under "Config." Give a name to your save data on the "Save Name" screen. A save data name will be used as your name in Ad Hoc Mode.

Equip
Equip items. Refer to the "Items" section on the previous page.

AD HOC MODE

Bugei Exhibition is a one-on-one battle that lets you test the Bugei Scrolls you create in the original game against a human opponent. Show everyone the power of your prized Bugei Scroll.

Ad Hoc Mode uses the wireless LAN device (Ad Hoc Mode) in the PSP unit to connect two PSP units. You can use this mode to play against a friend, trade Kenpu, and more. You do not have to connect to an outside network, so you will not need a wireless LAN access point or a contract with an internet service provider.



Please adhere to the following when using Ad Hoc Mode.

-Insert a "Memory Stick Duo" or a "Memory Stick Pro Duo" that contains original game save data.

-Before playing Ad Hoc Mode, set your PSP system's wireless LAN switch to ON. Make sure it remains ON until exiting Ad Hoc Mode.

-If you cannot receive a signal well under the "automatic" setting, please set everyone to the same [1ch], [6ch], or [11ch]. While playing Ad Hoc Mode, remain within 30 feet of the other players.

Ad Hoc Menu

After selecting "Ad Hoc Mode" from the Main Menu, select the save data you will use for Ad Hoc Mode. The Bugei Exhibition/Kenpu Exchange select screen will appear. The following items appear on Bugei Exhibition/Kenpu Exchange select.

Bugei Exhibition
Use the Bugei Scrolls you have set in your original game to battle other players one-on-one.

Exchange Kenpu
Trade Kenpu that you have obtained in the original game with another player.

How to Begin a Bugei Exhibition

1) Pick Player One
Of the two players, decide who creates the battle room. This player is 1P, and the player who joins the room is 2P.

2) Choose a Mode
Select "Bugei Exhibition" on the Bugei Exhibition/Kenpu Exchange select screen to proceed to the mode select screen. The room name and the name you battle under is your save data name. To change this, go to the pause menu and select "System" followed by "Save Name" (See Page 27).

Creating a Battle Room (1P)
Select "Waiting Mode" on the mode select screen if you are the player creating the battle room. Wait for your opponent to register for the battle. Once registered, you can decide whether or not to accept the challenge.

Joining a Battle Room (2P)
Select "Search Mode" on the mode select screen if you are the player joining a battle room. Select a room from the list and register by pressing ⊗.

3) Set the Player Options
The player who created the battle room (1P) must set the following options.

Battle Field
Choose the field, or stage, for your battle.

Battle Time
Set the time limit for your battle. If time runs out, the player with the most HP remaining is the winner.

4) Decide the Battle Settings
Each player must set the following options.

Defensive Attribute
Choose the element of your defense (See page 25).

Bugei Scroll
Set the Bugei Scroll to use in your attacks (See page 17). You can change a Bugei Scroll's Kenpu before the battle. However, you can only access Bugei Scrolls and Kenpu from your original game save data.

5) Begin the Battle
Once all options have been set, the battle will begin. The battle has its own set of rules.

Playable Character
Both players will play as "Level 5 Shinbu," regardless of the selected save data contents. 1P is blue, and 2P is a red Shinbu.

Controls
The following differ from standard gameplay.

Added Controls
Throw Grenade: Press △ to throw a grenade forward. You have unlimited grenades.

Removed Controls
No Bugei Scroll Edit: You cannot alter your Bugei Scroll.
No Chi Arts: You cannot use Chi Arts.

No Items: Items will not appear like in the original game. Items will appear by breaking boxes within the field. Use items automatically by approaching them.

No Pause: You cannot use the start button to pause the game.

Kenpu Exchange
Kenpu Exchange allows you to trade Kenpu you have collected in the original game with another player. Try to collect all the Kenpu!

Kenpu Exchange Warning
Kenpu you have traded through Kenpu Exchange will be erased from the selected save data. If you possess more than one of the same Kenpu, only the number traded will be erased.

How the Kenpu Exchange Works

1) Create an Exchange Room
Select "Kenpu Exchange" on the Bugei Exhibition/Kenpu Exchange select screen to view the mode select screen. Create an exchange room just like you create a battle room according to the steps on page 28. Decide who will create a room and choose a mode.

2) Choose Kenpu to Be Traded
Select Kenpu to be traded. You can only trade Kenpu that are saved on your original game save data. Select "OK" when you have selected all Kenpu you wish to trade.

3) Trade Kenpu
Once each player has selected "OK" the exchange will take place, and your saved data will be overwritten.

DOWNLOADS

"Memory Stick Duo™" or "Memory Stick PRO Duo™"
In order to save the items and Kenpu you download, you will need either a "Memory Stick Duo" or "Memory Stick PRO Duo" with at least 160 KB of free space.

Beginning a Download

1) Select "Download"
Set the PSP unit's WLAN switch to ON, and select "Download" from the Main Menu.

2) Set Up the Network
Select "Download" from the Main Menu and proceed to the network set up screen. Please set up your network according to the rules and regulations set forth by your internet service provider. This includes paying any necessary connection fees and setting up your wireless LAN access point correctly. You must also set up your wireless LAN access point separately in order to properly set up a network.

Using Downloaded Kenpu and Items

Insert a "Memory Stick Duo" or a "Memory Stick PRO Duo" containing downloaded Kenpu and items into the PSP unit before playing. The downloaded Kenpu and items will automatically load on the title screen. You can now use them in your game.

Download Section:

Beginning a Download

1. Set the PSP unit's wireless LAN switch to ON
2. Select "Download" from the Main Menu
3. User Agreement will appear. Select "I Agree" to begin the connection procedure. Note. Selecting "I Don't Agree" will return you to the Main Menu
4. Select network connection settings. Please set up your network according to the rules and regulations set forth by your Internet service provider. This includes paying any connection fees and setting up your wireless LAN access point correctly. You must also set up your wireless LAN access point separately in order to properly set up the network. Note. If connection fails, confirm if there was a mistake made in your settings.
5. Select Password
6. Enter Password and select "Confirm"
7. Select "Go" below the Password box
8. Select "Download"

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Special Thanks
We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Kingdom of Paradise™ with special recognition to the Executive Management team including:

Kaz Hirai, Andrew House, Jack Tretton, Jim Bass, Glenn Nash, Frank O'Malley, Steve Ross, Riley Russell, Shuhei Yoshida

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- **During an update, do not turn off the power or remove the UMD™.**

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Checking that the update was successful
Select "Settings" from the home menu, and then under "System Settings" select and display "System Information". If "System Software" shows the version number of the update data, the update was successful.

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